

WHAT IS CLAIMED IS:

- 1 1. A handheld computer system, comprising:
2 a switch;
3 a user interface;
4 a housing; and
5 a display supported by the housing, wherein the user
6 interface includes an information entry area, wherein the information entry
7 area is activated in response to manipulation of the switch the switch
8 being a non-display element.
- 1 2. The handheld computer system of claim 1, wherein the
2 information entry area is deactivated in response to manipulation of the
3 switch.
- 1 3. The handheld computer system of claim 2 wherein the
2 switch includes two actions: a first manipulation of the switch to
3 activate the information entry area and a second manipulation of the
4 switch to deactivate the information entry area.
- 1 4. The handheld computer system of claims 1, 2, or 3 wherein
2 the switch is part of a touch pad associated with the display, a squeeze
3 switch associated with the housing, or a button associated with the
4 housing.
- 1 5. The handheld computer system of claims 1, 2, or 3 wherein
2 the switch is a squeeze switch.
- 1 6. The handheld computer system of claims 1, 2, or 3 wherein
2 the information entry area is a pop-up menu.

1 7. The handheld computer system of claims 1, 2, or 3 wherein
2 the information entry area has at least two sizes when activated.

1 8. A user interface for a handheld computer system, the
2 handheld computer system comprising a display and a touch pad, the user
3 interface comprising:

4 means for receiving information at the touch pad and the
5 display; and

6 means for activating and deactivating the means for
7 receiving, wherein the means for receiving is reduced in size or removed
8 from the display when deactivated and the means for activating and
9 deactivating is not located on the display.

1 9. The user interface means of claim 8 wherein the means for
2 receiving is at least one of a graffiti area, a pictorial representation of a
3 keyboard, an area to accept a drawing, and an area assigned for entering
4 information into the handheld computer system.

1 10. The user interface means of claim 8 wherein the handwritten
2 characters include numbers or letters.

1 11. The user interface means of claim 9 wherein the handwritten
2 characters include numbers or letters.

1 12. The user interface of claim 8 wherein the means for receiving
2 is removed from the display when activated.

1 13. The user interface of claims 9, 10, 11, or 12 wherein the
2 means for activating and deactivating includes a squeeze switch.

1 14. The user interface of claims 9, 10, 11, or 12 wherein the
2 means for activating and deactivating is integrated into a portion of a
3 housing of the handheld computer.

1 15. The user interface of claims 13 wherein the means for
2 activating and deactivating is integrated into a portion of a housing of the
3 handheld computer.

1 16. The user interface of claim 14 wherein the means for
2 activating and deactivating includes a symbol.

1 17. The user interface of claim 14 wherein the means for
2 activating and deactivating includes a symbol is a fixed symbol.

1 18. A method of interfacing with a handheld computer system,
2 the handheld computer system comprising a display and a touch pad, the
3 method comprising:

4 manipulating a user interface device to cause a suitable area
5 for receiving handwritten characters to be displayed on the display above
6 or behind the touch pad; and

7 providing information entry on the touch pad,
8 wherein the user interface device is not located on the
9 display.

1 19. The method of claim 18 further comprising:
2 manipulating the user interface device to cause the suitable
3 area to be removed from the display.

1 20. The method of claim 18 wherein the user interface device is
2 a mechanical switch.

1 21. The method of claim 20 wherein the mechanical switch is a
2 squeeze switch integrated in a housing of the handheld computer system.

1 22. The method of claims 19, 20, or 21 wherein the suitable
2 area is at least one of a pop-up graffiti area, a pictorial representation of a
3 keyboard, an area to accept a drawing, and an area assigned for entering
4 information into the handheld computer system.

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002270-4394500F